STAR WARS

TRADING CARD GAME

TWO-PLAYER TRADING CARD GAME RULES

CONTENTS

Getting Started (Read this first!) 6
Playing Force Abilities 6
Advanced Setup 6
Adding Units to Battle 7
Mission Cards 8
Battle Cards 8
Basic Turn Sequence Summary 9
Using This Rulebook 10
Section 1: The Basics 12
Equipment 12
Deck Rules 12
Object of the Game 13
How to Start the Game 13
Key Terms and Symbols 14
The 3 General Rules 15
Parts of a ***Star Wars*** Trading Card Game Card 16
Card Types 18
Mission Cards 18
Battle Cards 18
Unit Cards: Space, Ground, Character 19
Zones of Play 20
Deck 20
Hand 20
Build Zone 20
Battle Zone 21
Discard Pile 21
Section 2: Building, Retreating, and Attacking 22
Building Cards 22
Retreating Units 23
Attacking 24

Section 3: Turn Structure 26
Setup 26
Ready Phase 27
Command Phase 28
Battle Phase 29
End of Turn 30
Section 4: Abilities and Battle Cards 31
Types of Abilities 31
Activated Abilities 31
Triggered Abilities 31
Static Abilities 32
When Can Activated Abilities Be Played? 32
How Are Triggered Abilities Handled? 33
Battle Cards 33
Play-or-Pass Chances 33
Keyword Abilities 35
Bombard 35
Critical Hit 35
Deflect 35
Evade 35
Ion Cannon 36
Shields 36
Section 5: Unique Cards 37
Unique Units during Setup 37
Contested Unique Units 37
Stacking Unique Cards 38
Making a Stack 40
Rearranging Cards in a Stack 41
Stacking during Setup 41
Section 6: Glossary 42
Credits 58
Questions? 59

GETTING STARTED

The next 4 pages tell you how to start a game with different cards than you start with on the playmat. They also tell you how to add cards during a game and how to play Battle and Mission cards. These 4 pages, along with the rules on the playmat, allow you to play with all the cards in the Two-Player Trading Card Game box.

The rest of this book covers the complete game rules for the ***Star Wars*** trading card game. (They start on page 12.) Use them to answer questions that come up during your games or to learn how to play cards you get in booster packs.

Playing Force Abilities

You get 4 more Force each turn before you draw a card. You use Force to pay for Force abilities and Battle cards. (You'll learn about Battle cards later.)

Many Characters have Force abilities. You play these by paying Force. Generally, whenever something happens that makes you want to play a Character's Force ability, you can play it, *but only once per turn.*

A common Force ability is *Evade*. Each time a Character with an Evade ability would take damage, you can pay some Force to prevent some damage *once*. For example, "Pay 2 Force → Evade 2" means you can pay 2 Force when the Character would take damage. If you do, 2 of the damage gets prevented. You *can't* spend 4 Force to evade 4 of the damage, because you can play the ability only once each time the Character would take damage.

Advanced Setup

The general idea behind setup is that players take turns playing cards from their hands until they each have 30 build points' worth of cards in battle. Here's how it works:

- At the start of the game, each player shuffles his or her deck and draws a hand of 7 cards. Put the rest of your deck to one side. Leave room for your discard pile. Don't like your starting hand? Each player can discard any number of Battle cards (red) or Mission cards (yellow). Then that player draws back up to 7 cards. Each player can do this only once!
- The Dark Side player chooses a Space, Ground, or Character card (not a Battle or Mission card) and puts it into battle. Then the Light Side player puts cards into battle one by one until their total cost beats the Dark Side player's.

  Example: *The Dark Side player starts by putting a card with a build cost of 7 into battle. The Light Side player must beat 7, so she puts a 4-cost card into battle, then a 5-cost card, for a total of 9. Then it's the Dark Side player's turn again, and he must put at least 3 more build points' worth of cards to beat 9.*
- Each time you put a card into battle during setup, draw a card to replace it. (You don't do this any other time during the game.)
- What if you can't—or don't want to—put exactly 30 points' worth of cards into battle? You can't go over 30, but you can spend leftover points to **partially build** *one* card. Do this by showing the card to your opponent, then putting the card face down in front of you. Use counters to show how many build points you spent on it. Then draw a card to replace it. (You can deploy or

complete it during your build step—you'll learn about that later.)

Example: *The Light Side has 27 total points in battle during setup, but she would rather start building a 5-cost unit than put a 3-cost unit into battle. So she shows the 5-cost card to her opponent, then puts it face down and puts 3 counters on it. Later, she can add 2 more build counters to deploy it.*

Adding Units to Battle

This section will teach you how to play Space, Ground, and Character cards during a game. Each turn before battle, each player gets a build step. During this step you get build points. You spend them to play cards from your hand (you "build" them). Here's how it works:

- **Roll for build points:** The Light Side player rolls one of the dice. Each player gets that many build points to spend this turn, plus 1 bonus point if that player has at least one card in each of the 3 arenas. So each player gets 1 to 7 build points.
- **Build cards:** The Dark Side player spends all his or her build points first, then the Light Side player. When it's your turn, you can choose a card from your hand, put it face down in front of you, and then spend build points to build it. If you pay the whole build cost, you may turn it face up and put it in the correct arena. If you don't pay the whole cost, leave it face down and use counters to show how many points you spent on it. Unspent build points are lost.

  Example: *The Dark Side player has 5 build points. She decides to build a card that costs 3. Then she spends 1 point to put the final build counter on a card she started last turn. She has 1 point left, so she starts building another card face down. Then she finishes building the 2 cards that have enough build counters on them (she turns them face up and moves them into the correct arenas).*
- **Retreat units:** If you don't like your chances in one of the arenas, you can retreat your units from that arena so that they can't be attacked. (Retreated cards can't attack, either.) The Dark Side player goes first, then the Light Side player. To retreat, just choose any number of your units in battle, tap them, and move them back into your build zone. You can retreat only untapped units. You can move them back into your arenas during any future build step.

Mission Cards

You build these during your build step just like you build a Ground, Space, or Character card. Once you have enough build counters on a Mission card, you can complete it—do what it says, then discard it.

Battle Cards

You can play these almost anytime during battle. When you play a Battle card, pay the Force cost that appears in its text box (if it has a cost). Then just do what it says and discard it. If both players want to play a Battle card at the same time, the Dark Side plays first.

BASIC TURN SEQUENCE SUMMARY

1. **Ready phase**
   a. **Untap:** Each player turns all units upright.
   b. **Gain Force:** Each player gets 4 more Force.
   c. **Draw:** Each player draws a card.
2. **Command phase**
   a. **"Command starts"** step
   b. **"Roll for build points" step:** Light Side player rolls for build points.
   c. **Dark Side build step:** Dark Side spends build points.
   d. **Light Side build step:** Light Side spends build points.
   e. **Dark Side retreat step:** Dark Side retreats units.
   f. **Light Side retreat step:** Light Side retreats units.
3. **Battle phase**
   a. **Space battle:**
      i. Tap the attacking unit—turn it sideways.
      ii. Roll a number of dice equal to the attacking unit's power.
      iii. Do 1 damage for each 4, 5, and 6.
      iv. Attack with the next Space unit (next highest speed). Move on to the Ground arena if all are tapped.
   b. **Ground battle:** This works just like the Space battle.
   c. **Character battle**: This works just like the Space battle, but end by going back to #1 (ready phase) above.

NOW GO AHEAD AND PLAY!

Using This Rulebook

Now you can play with all the cards in the Two-Player Trading Card Game. When you're ready to add some cards from ***Star Wars*** trading card game booster packs, take another look at this rulebook to learn the rest of the rules.

The first part of the rulebook (pages 12–41) tells you more about how to play the game. Pay special attention to rules marked with **.

The second part (pages 42–58) is the glossary, where you can look up words you want to learn more about. (They're in alphabetical order.) This is how you'll usually use the rulebook.

If you can't find the answer you're looking for, call us at 1-800-324-6496. We can answer all your questions.

SECTION 1: THE BASICS

This section covers equipment you need to play the game, how to win, how to start the game, terms and symbols, general rules, parts of a card, card types, and zones of play.

Equipment

You need the 2 decks, dice, and playmat that came in this box. Use the counters provided to keep track of Force and damage on units.

**Deck Rules

When you're ready to start building your own decks, each player will need a deck that:

- Has at least 60 cards.
- Has no more than 4 copies of any card with the same name and version.
- Doesn't contain both Light Side and Dark Side cards. Any deck can use neutral cards.
- Has at least 12 Space units, 12 Ground units, and 12 Character units.
- Doesn't have more than twice as many units of one type than of another.

  Example: *You can't have only 12 Space units with 25 Ground units, because 25 is more than twice as much as 12. The most Ground units you could have is 24.*

Light Side icon

Dark Side icon

Neutral icon

Object of the Game

At the end of each turn, if you control at least 2 of the 3 arenas, you win! You control an arena if you have one or more units in that arena and your opponent has none.

How to Start the Game

1. Shuffle your deck, then draw 7 cards.

Bad Starting Hand?

If you don't like your starting hand, you can discard any number of Battle cards and Mission cards and draw that many new cards. This is called *taking a mulligan*. The Dark Side player takes a mulligan first (if he or she wants to), then the Light Side player. Each player may mulligan only once.

2. Both players go through the rest of setup. (See p. 26 for instructions on how to do this.)

3. The first turn starts. Each player gains 4 Force, then each player draws a card.

4. The Dark Side player gets the first normal build step, and then play continues normally. (See p. 26 for the normal turn sequence.)

At the end of each turn, if a player controls 2 or more arenas, that player wins!

Key Terms and Symbols

arena: The 3 arenas—Space, Ground, and Character—are where you put your units to fight. When you control 2 or more arenas at the end of a turn, you win the game. You control an arena when you have one or more units there and your opponent has none.

Force: You gain 4 Force each turn before you draw a card. You can spend Force to play Battle cards, to play abilities, and to bid for contested units (see pp. 31 & 38).

tap/untap: To tap a unit, turn it sideways. (It doesn't matter which way.) To untap it, turn it upright. You tap a unit to have it attack or retreat, and some units have abilities that require you to tap the unit to play the ability. When each turn starts, both players untap all their units.

⟲: This symbol means "tap this unit." It's usually followed by the effect you get for tapping the unit.

unit: There are 3 kinds of unit cards: Space units, Ground units, and Characters. Mission cards and Battle cards aren't units.

→: This symbol appears in activated abilities. It separates the cost to play an ability from the effect you get when you play it. For example, an ability might read, "⟲ → Draw a card." That means you must tap the unit to draw a card from your deck.

●/✦/★ : These tiny symbols appear in the lower right corner of each card. They tell you how rare the card is. The circle (●) is for common cards, the diamond (✦) is for uncommon cards, and the star (★) is for rare cards. These symbols help you to trade cards fairly with your friends.

The 3 General Rules

There are a few things that are always true in the ***Star Wars*** trading card game unless a card specifically says they're not true:

1. The Dark Side wins ties. If both players want to do something at the same time (such as attack when 2 or more units have the same speed), the Dark Side goes first.

2. If a card directly contradicts the rules of the game, the card wins. (The card overrides only the rule that applies to the particular situation.) For example, the rules state that units can attack only units in the same arena. If you build a unit that reads, "Bombard 2 *(This unit may attack a unit in the Ground arena instead of a unit in the Space arena, using 2 power plus any other effects.)*," the unit's ability overrides the rules.

3. If one card or effect says something can occur and another says it can't occur, the "can't" wins. For example, one Ground unit might read, "This unit can attack units in the Space arena," while another reads, "Ground units can't attack Space units." In this case, the second unit's ability wins. This applies only to contradictions between cards, not between cards and rules.

Parts of a Star Wars Trading Card Game Card

build cost: Every Space, Ground, and Character card has a number in its upper left corner. That's its build cost—how many build counters you must put on it before you can deploy it. Mission cards have a build cost, too, in their upper right corner. Battle cards don't have a build cost.

Light Side icon

side icon: Every card is either a Dark Side, Light Side, or neutral card. Dark Side cards have the Dark Side icon in their upper right corner (upper left corner for Mission cards and Battle cards). Light Side cards have the Light Side icon, and neutral cards have the neutral icon. A deck can't contain both Dark Side and Light Side cards. Neutral cards can be put into any deck.

Dark Side icon

card name: Each card's name appears along its top middle edge. When a card's name appears in its text box, it refers only to that card, not to others with the same name. Two cards have the same name if their names are identical in English.

Neutral icon

card type and subtype: The line below the card's name is called its type line—that's where its type appears. The first word is the card's type: Space, Ground, Character, Battle, or Mission. Space, Ground, and Character cards are collectively called unit cards. Many cards also have subtypes. Subtypes are the words after the first word on the type line. There's a hyphen between a card's type and subtype(s).

speed: Each unit card has a speed (S) number. Speed is in the middle left area of the card, above power and health. A unit's speed determines when it attacks. Units with higher speed attack before those with lower speed in the same arena. The Dark Side wins ties for speed.

power: Each unit card has a power (P) number. Power is in the middle left area of the card, between speed and health. When a unit attacks, you roll a number of dice equal to its power to see how many times it hits.

health: Each unit card has a health (H) number. Health is in the middle left area of the card, below speed and power. A unit's health is how many hits it can take before it's discarded.

text box: The text box contains text describing what the card does, and may also contain *italicized* reminder text (in parentheses), and *italicized* flavor text.

Force cost: Battle cards have a Force cost instead of a build cost (if they have any cost). The Force cost appears in the Battle card's text box.

version letter: If a Space, Ground, or Character card has a letter just to the right of the text box, it's a unique unit and follows special rules. The letter tells you what version of that card you have.

expansion symbol: Every card has a special symbol to the left of its text box that tells you which ***Star Wars*** trading card game expansion it's from.

collector number: Every card has a tiny collector number in its lower right corner. It appears as 2 numbers separated by a slash. The first number is the card's position in the expansion, and the second number is how many cards are in the expansion.

rarity symbol: Every card has a rarity symbol in the lower right corner, just to the right of the collector number. A circle (●) means the card is common. A diamond (◆) means it's uncommon. A star (★) means it's rare.

Card Types

The ***Star Wars*** trading card game has 5 card types.

Mission Cards

Mission cards represent things that happen in the ***Star Wars*** universe. They have a **yellow** border. You build these during your build step just like you build a Ground, Space, or Character card. Once you have enough build counters on a Mission card, you can complete it—flip it right-side up and do what it says. After you've done what it says, discard it.

Battle Cards

Battle cards represent actions and tactics during battles. They have a **red** border. Some Battle cards help your units, and others hurt your opponent's units. Battle cards don't have a build cost. Some have a Force cost instead. You can play them only during battle. For more on how to play Battle cards, see p. 31.

Unit Cards: Space, Ground, and Character

There are 3 types of unit cards: Space units, Ground units, and Characters. To put a unit into battle, you must build it by putting build counters on it equal to its build cost, then deploy it.

Unit cards can be unique. See p. 37 for special rules about unique cards.

Space units These cards represent starships of all kinds. All Space units have a **blue** border. Space units fight in the Space arena.

Ground units These represent infantry and vehicles. All Ground units have a **green** border. Ground units fight in the Ground arena.

Characters These cards represent ***Star Wars*** characters. All Characters have a **purple** border. Characters fight in the Character arena.

Zones of Play

The ***Star Wars*** trading card game has 5 play zones.

Deck

Each player starts the game with his or her own deck of cards. You can't look at the cards in either player's deck and you can't change the order of cards in a deck. When the game starts, you shuffle your deck and put it face down in front of you.

Each player's deck must follow rules about what it contains. See p. 12 for deck rules.

Hand

Your hand is where you hold cards you've drawn but haven't built or played yet. You may look at your hand, of course, but you can't look at the cards in your opponent's hand. There's no limit to the number of cards you can have in your hand.

At the start of a game, you draw 7 cards from the top of your deck—that's your starting hand. If you don't like your starting hand, you can take a mulligan *once*. See p. 13 for how to take a mulligan.

Build Zone

Your build zone is where you build (face down) units and Missions. When you deploy a unit, it goes to the matching arena. When you complete a Mission, it goes to your discard pile.

When you retreat a unit, it goes back into the build zone (face up). Units in the build zone can't attack or be attacked, and most of their abilities do nothing (abilities that can prevent damage are an exception—see p. 32). Retreating a unit about to take damage doesn't prevent the damage.

Battle Zone

Your battle zone is where your units fight your opponents' units. It contains the Space arena, Ground arena, and Character arena. A unit can attack only an opponent's unit in the same arena. There's no limit to the number of units that can be in an arena.

For the Dark Side player, the Space arena is on the left, the Ground arena is in the middle, and the Character arena is on the right. The Space and Character arenas are reversed for the Light Side player.

When a unit card is deployed, it's moved into the matching arena. When a unit is retreated, it's moved back into the build zone.

Discard Pile

Your discard pile is a single face-up pile near your deck. Any player can look at the cards in any discard pile at any time. Cards in the discard pile have no effect on the game.

When one of your unit cards has damage counters equal to its health, put it into your discard pile. Also, when you complete a Mission card, you do what it says and then put it into your discard pile. Cards and abilities can also cause cards or units to be put into a discard pile from any other zone.

SECTION 2: BUILDING, RETREATING, AND ATTACKING

This section covers how to build cards in your build zone, how to attack your opponent's cards, and how to retreat your cards.

Building Cards

To add a Space unit, Ground unit, or Character to battle, or to get the effect of a Mission card, you have to build it. To build a card, you spend build points on it during the build step of your command phase (see p. 28). Here's how to build a card:

1. During your build step, if you have at least 1 build point left, you can choose a unit card or Mission card from your hand and put it face down in front of you.

2. Spend any number of the build points you have left for that turn and put build counters on the face-down card equal to the number of points you spent. You must spend at least 1 build point on it.

3. If there are fewer build counters on the face-down card than its build cost, it stays face down. It's *partially built*. You can spend more build points to add more counters during your current build step or any future one. You can look at your own partially built cards anytime, but your opponent can't look at your face-down cards.

   Note: *You can put more build counters on a card than it requires. This enables you to "bluff" your opponent into thinking you're building a card with a higher build cost.*

4. If the number of build counters on the face-down card is equal to or greater than its build cost, you can *deploy* the unit or *complete* the Mission during your build step. You do this by turning it face up (to show that you have enough build counters on it). Then remove the build counters.

   Note: *You don't ever have to deploy a unit or complete a Mission. You can leave it face down for as long as you want.*

5. When you deploy a unit, move it into the appropriate arena. When you complete a Mission, do what it says and then put the card into your discard pile.

Retreating Units

During your retreat step, you can retreat any number of untapped units. To do this, just tap them and move them into your build zone. They stay face up there, and as long as they're in your build zone, they can't attack or be attacked. Ignore all abilities of retreated units (abilities that can prevent damage are an exception—see p. 32).

When your next build step comes around, you can choose to send any number of the retreated units back into battle.

Why Retreat?

Let's say you have one pretty good unit in the Space arena, but you're totally outnumbered—your opponent has 5 Space units in battle, and you think your Space unit is going to get smashed. You can retreat it and wait until you have a few more Space units built. Then you can send all your Space units into battle and you'll have a fighting chance.

But be careful when retreating! You could accidentally let your opponent win by giving him or her control of 2 arenas.

Attacking

During the battle phase, you fight the Space battle, then the Ground battle, then the Character battle. Units attack in order of their speed, from highest to lowest. (In order to attack, a unit must be untapped.) When it's time for one of your untapped units to attack, here's what you do:

1. Choose whether you want the unit to attack or not. (You probably do.) If not, just tap the unit and you're done. If you do want the unit to attack, go to the next step. If a card or ability is preventing the unit from attacking, or if there's no unit for it to attack, you can't choose to attack with that unit.

Note: *Some units have abilities that read, "play only when this unit would attack." Decide whether you want to play the ability. If you do, pay its cost (usually tap or retreat the unit) and get the effect. You can't play this kind of ability of a unit* and *attack with it. You must choose to attack or to play the ability.*

2. To have your unit attack, first choose one of your opponent's units it will attack. It must be in the same arena. Then tap your unit. It's now considered an attacking unit until the attack ends. The opponent's unit is considered a defending unit until the attack ends. Next, there's a play-or-pass chance (see p. 33).

3. Get a number of dice equal to your unit's power, then roll them. (If the unit gets removed from battle or its power is 0, don't roll any dice.) Then there's a play-or-pass chance for cards or abilities that make you reroll dice. After that, work out how many hits you got. Each 1, 2, or 3 is a miss. Each 4, 5, or 6 is 1 hit.

Note: *Changing an attacking unit's power after rolling its dice won't change the roll or the number of hits. Also, if the opponent's unit retreats after you roll dice, it still takes the hits. Retreating can't prevent damage.*

Note: *If you accidentally roll the wrong number of dice, or if a roll is unclear for any reason, roll the correct number of dice all over again.*

4. Each hit does 1 damage to the defending unit. But first there's a play-or-pass chance for cards or abilities that can prevent damage. After that, put 1 damage counter on the defending unit for each 1 hit that wasn't prevented.

5. The attack ends. After that, there's another play-or-pass chance before the next attack.

6. Find the untapped unit with the next highest speed. If a card or ability untapped a unit, you can attack with it again. If there are no other untapped units in this arena, go to the next battle (or to the next turn if the last Character just attacked).

Steps of Attacking

1. Choose to attack or not.
2. Tap your unit.
3. If attacking, choose an opponent's unit.
4. *Play-or-pass chance happens.*
5. Roll a number of dice equal to the attacking unit's power.
6. *Play-or-pass chance for rerolling happens.*
7. Determine the number of hits.
1, 2, 3 = miss 4, 5, 6 = 1 hit
8. *Play-or-pass chance for preventing damage happens.*
9. Put 1 damage counter on the defending unit for each hit.
10. The attack ends.
11. *Play-or-pass chance happens.*

SECTION 3: TURN STRUCTURE

When each game starts, both players decide who will play the Light Side and who will play the Dark Side (by rolling one of the dice, if necessary). Then the players go through setup. After that, the normal turns start. Each turn has 3 phases: ready, command, and battle. Unlike in most games, both players take actions during each turn of the ***Star Wars*** trading card game.

Setup

"Setup" refers to the process players go through before the first turn starts. Setup consists of the following steps:

1. Each player shuffles his or her deck and draws 7 cards. Each player may choose to take a mulligan once. A player who takes a mulligan chooses any number of Mission cards and Battle cards, discards them, and then draws that many cards (so he or she has 7 cards in hand again).

2. The Dark Side player chooses one unit card in his or her hand and puts it into battle, then draws a card to replace it. (Units' abilities are ignored during setup.)

   Note: *See p. 38 for what happens when you put a unique unit into battle during setup.*

3. Then the Light Side player chooses and puts units into battle one by one, drawing a card to replace each one put into battle. This continues until the total build cost of units on the Light Side is more than the total on the Dark Side.

4. Then the Dark Side player chooses and puts units into battle one by one, drawing a card to replace each one put into battle. This continues until the total build cost of units on the Dark Side is more than the total on the Light Side.

5. Repeat steps 3 and 4 until the total build cost of one of the player's units reaches 30 (but see step 7 below).

6. Then the other player reaches 30 (but see step 7 below).

   Note: *A player can't exceed a build cost total of 30.*

7. If a player can't—or doesn't want to—get exactly to 30 total build points (because he or she can't put a unit into battle without exceeding 30, for example), that player may start building one card with the remaining points. The player shows the card to his or her opponent, then puts it face down and puts a number of build counters on it equal to the number of remaining points.

When these steps are complete, normal turns start with the first turn's ready phase.

Ready Phase

Each ready phase has 3 steps. Both players do each step at the same time. Players can't play cards or abilities during this phase.

1. **Untap:** Each player untaps all his or her units in battle and retreated units.
2. **Gain Force:** Each player adds 4 Force to his or her total Force.
3. **Draw:** Each player draws a card.

When these steps are complete, the command phase starts.

Command Phase

During the command phase, players build cards, retreat units, and deal with stacks. Each command phase has 5 steps:

1. **"Command starts":** Deal with abilities that trigger "when the command phase starts" during this step.

2. **Roll for build points:** The Light Side player rolls one of the dice. Then players may play cards and abilities that read, "play only after the roll for build points is made." Each player then gets a number of build points equal to the roll (after applying any changes to it) this turn. Each player gets 1 bonus build point if he or she has at least one unit in each arena.

3. **Dark Side builds:** During this step, the Dark Side player can build unit and Mission cards, deploy units, and complete Missions. That player may also send retreated units back into battle, rearrange cards in a stack, and play cards and abilities that read, "play only during your build step."

4. **Light Side builds:** During this step, the Light Side player can build unit and Mission cards, deploy units, and complete Missions. That player may also send retreated units back into battle, rearrange cards in a stack, and play cards and abilities that read, "play only during your build step."

5. **Dark Side retreats:** The Dark Side player may tap any number of untapped units to retreat them. Retreated units can't attack or be attacked, and their abilities are ignored (abilities that can prevent damage are an exception—see p. 32).

6. **Light Side retreats:** The Light Side player may tap any number of untapped units to retreat them. Retreated units can't attack or be attacked, and their abilities are ignored (abilities that can prevent damage are an exception—see p. 32).

When these steps are complete, the battle phase starts.

Battle Phase

The battle phase contains the Space battle, Ground battle, and Character battle steps. To learn how units attack, see p. 24. Also, players can play abilities and Battle cards at times during this phase. See p. 31 for rules about playing them.

1. **Space battle:** Space units attack the opponent's Space units during this step. Before units attack, there's a play-or-pass chance. (See p. 33 to learn about play-or-pass chances.) Then untapped units attack one by one in order of their speed, from highest to lowest. If there's a speed tie among one player's units, that player chooses the order in which the units attack. (The Dark Side wins ties between players.) When there are no untapped units left in the Space arena, the Ground battle starts.

2. **Ground battle:** Ground units attack the opponent's Ground units during this step. Before units attack, there's a play-or-pass chance. Then untapped units attack one by one in order of their speed, from highest to lowest. If there's a speed tie among one player's units, that player chooses the order in which the units attack. (The Dark Side wins ties between players.) When there are no untapped units left in the Ground arena, the Character battle starts.

3. **Character battle:** Characters attack the opponent's Characters during this step. Before units attack, there's a play-or-pass chance. Then untapped units attack one by one in order of their speed, from highest to lowest. If there's a speed tie among one player's units, that player chooses the order in which the units attack. (The Dark Side wins ties between players.) When there are no untapped Characters left, the battle phase ends.

Note: *Remember that you tap a unit when it attacks. Once the Ground battle starts, units in the Space battle can't attack again, even if they become untapped somehow. The same is true for Ground units once the Character battle starts.*

End of Turn

After the battle phase ends, the turn ends. When the turn ends, check to see if a player controls 2 or more arenas. If so, that player wins and the game ends. If not, a new turn starts.

Complete Turn Sequence Summary

1. **Ready phase**
   - a. Untap step
   - b. "Gain Force" step
   - c. Draw step
2. **Command Phase**
   - a. "Command starts" step
   - b. "Roll for build points" step
   - c. Dark Side build step
   - d. Light Side build step
   - e. Dark Side retreat step
   - f. Light Side retreat step
3. **Battle phase**
   - a. Space battle
   - b. Ground battle
   - c. Character battle
4. **End of Turn**

SECTION 4: ABILITIES AND BATTLE CARDS

Generally, abilities and Battle cards can be played only during battle in play-or-pass chances, or when something happens that the ability or card can directly affect (for example, damage being dealt while a unit with an ability that can prevent damage is in battle).

This section details the 3 types of abilities. It also defines the play-or-pass chance, which is the rule for ability and Battle-card timing.

Types of Abilities

Units can have 3 types of abilities: activated (⟶), triggered ("when"), and static. You play activated abilities at certain times. Triggered abilities happen when the specified event occurs. Static abilities are just "on" for as long as the unit with the ability is in battle.

Abilities only work as long as the unit with the ability is in the battle zone. Abilities of units in other zones are ignored.

**Activated Abilities

Any ability that contains the ⟶ symbol is an *activated* ability. It's called "activated"because you activate it by paying its cost. The text in front of the ⟶ is the activation cost. The text after the ⟶ is what you get when you pay the cost. You can't play an activated ability unless you can pay its cost.

Example: *A unit has the following activated ability: "⊗ ⟶ Draw a card. Play only during your build step." If the unit is in battle and untapped during your build step, you can tap it to draw a card.*

Each time you're able to play a particular activated ability, you can play it only *once*. You can't quickly play it several times for a cumulative effect.

Triggered Abilities

Any ability that starts with the word "when" is a *triggered* ability. It's called "triggered" because when the specified thing happens, the ability takes effect. In triggered abilities, a comma separates the trigger event from the effect you get.

Example: *An ability might read, "When this unit attacks, draw a card." "This unit attacks" is the trigger event, and "draw a card" is the effect you get to do.*

Static Abilities

A static ability is any ability that doesn't start with "when" and doesn't contain a →. Static abilities are simply "on" for as long as the unit with the ability is in battle.

Example: *A unit has a static ability that reads, "Each of your opponent's Characters gets -10 speed." As long as that unit is in battle, its ability takes effect on all Characters. If it leaves battle, its ability "turns off" and your opponent's units go back to their normal speed.*

When Can Activated Abilities Be Played?

Activated abilities can be played only during battle, when it's your turn to play during a play-or-pass chance. But many activated abilities also use words or phrases that tell you when you can play them.

"prevent," "Evade," "Deflect": If an activated ability contains one of these words, it can be played once each time damage would be dealt that the ability could prevent. These abilities can be played only before damage counters are put on the unit. They can't remove damage counters already on a unit. *Unlike other abilities, these abilities can be played while the unit they're on is in the build zone.*

"reroll": An activated ability that contains this word can be played only when dice have just been rolled (and only once for each time dice are rolled).

"this turn": If an activated ability affects one or more units "this turn," it can be played only once each turn.

"for this attack": If an activated ability affects one or more units "for this attack," it can be played only as long as a unit is attacking, and only once per attack. The effects of such an ability last only until the attack ends.

"Play only when this unit would attack": You can play these abilities instead of attacking with the unit. You must choose whether to attack or play the ability—you can't do both.

"Play only during your build step": You can play these abilities only during your build step and only once each turn.

"Play only after the roll for build points is made": You can play these abilities only right after the roll for build points and only once each turn.

How Are Triggered Abilities Handled?

When an ability triggers, it doesn't take effect until after the event that triggered it. It also waits to take effect until after any current reroll or damage-prevention chances.

However, if a triggered ability contains the word "prevent," "Evade," "Deflect," or "reroll," its effect happens during the next play-or-pass chance of the same type. These triggered abilities work only during reroll or damage-prevention play-or-pass chances (as appropriate). See p. 25 to find out when the different kinds of play-or-pass chances happen.

Example: *If you have a card that says "When your opponent rolls one or more dice in an attack on this unit, you may reroll any of those dice," you could use that ability only during play-or-pass chance for rerolling.*

If more than one triggered ability tries to take effect at the same time, the Dark Side player chooses one of his or her triggered abilities, if any, and follows its instructions. If the Dark Side player has no triggered abilities waiting, the Light Side player chooses one of his or her triggered abilities and follows its instructions. Repeat this until no triggered abilities are left.

If one triggered ability causes another ability to trigger, the second ability waits to take effect with other triggered abilities that are waiting. If a new play-or-pass chance (for damage prevention or rerolling) occurs as a result of a triggered ability taking effect, deal with the new play-or-pass chance, then deal with the waiting triggered abilities (including any that are triggered in the meantime).

Battle Cards

You can play Battle cards only during the battle phase and only when it's your turn to play during a play-or-pass chance.

Most Battle cards have Force costs. You can't play a Battle card unless you have enough Force to pay its Force cost (if it has one). Pay the cost as soon as you play the card. Then just follow the instructions on the card and put it into your discard pile.

Play-or-Pass Chances

Many times during a turn in the ***Star Wars*** trading card game, players get the chance to play cards and abilities (mostly during the battle phase). These are called play-or-pass chances, and they have special rules.

The play-or-pass chance rules provide a way for cards and abilities to be played without players trying to outrace or interfere with each other.

When a play-or-pass chance happens, the Dark Side player can either (a) play a card or activated ability or (b) pass. Then the Light Side player gets to play or pass. This choice goes back and forth between the two players until both players choose to pass in a row. Then the play-or-pass chance ends.

These game events always cause a play-or-pass chance to happen:

1. **Dice rolls:** When a player rolls one or more dice, a play-or-pass chance occurs that enables players to play cards and abilities that make the player reroll dice. Only those kinds of cards and abilities can be played at this time. When both players pass in a row, the play-or-pass chance ends and the dice roll can't be rerolled anymore. Then the dice roll's effect occurs.

2. **Damage:** If damage is about to be done, a play-or-pass chance occurs that enables players to play cards and abilities that can prevent some or all of that damage. Only cards and abilities that contain "prevent," "Evade," or "Deflect" can be played at this time. When both players pass in a row, the play-or-pass chance ends and the damage can't be prevented anymore. Then damage counters are put onto the affected unit.

   If new damage is created during a damage-prevention play-or-pass chance, that damage "waits" for the current play-or-pass chance to end. Then a new play-or-pass chance happens to handle the new damage.

**Keyword Abilities

Many units have keyword abilities that affect the outcome of battle. These keyword abilities are listed below. In most cases, the ability's reminder text will explain how it works.

Bombard

Bombard X *(This unit may attack a unit in the Ground arena instead of a unit in the Space arena, using X power plus any other effects.)*

You choose whether to use the Bombard ability or to make a normal attack when the unit attacks. When a unit attacks using the Bombard ability, the X replaces the power that's printed on the card. But anything that's changed the unit's power also changes the X.

Critical Hit

Critical Hit X *(This unit does X more damage if you roll at least one natural six.)*

No matter how many sixes you roll, the unit still does only X more damage. Gaining Critical Hit after dice have been rolled for damage won't affect the damage. If one of your units already has Critical Hit, it can get it again. If that happens, both Critical Hit abilities add to the damage if you roll a natural six.

Deflect

Deflect X *(Prevent X damage to this unit, and this unit may do that much damage to a unit of your choice in the same arena.)*

You can play Deflect only during a damage-prevention play-or-pass chance. It prevents damage to the unit that has the ability. In addition to preventing damage, it can also do damage to another unit. This damage is done within a new damage-prevention play-or-pass chance, after the current one. The damage that the unit does equals the damage it prevented. You can play Deflect only once for each source in each damage-prevention play-or-pass chance.

Evade

Evade X *(Prevent up to X damage to this unit.)*

You can play Evade only during a damage-prevention play-or-pass chance. It prevents damage to the unit that has the ability. You can play Evade only once for each source in each damage-prevention play-or-pass chance.

Ion Cannon

Ion Cannon X *(This unit may attack a unit in the Space arena instead of a unit in the Ground arena, using X power plus any other effects.)*

You choose whether to use the Ion Cannon ability or to make a normal attack when the unit attacks. When a unit attacks using the Ion Cannon ability, the X replaces the power that's printed on the card. But anything that's changed the unit's power also changes the X.

Shields

Shields X *(Each unit gets -X power as long as it's attacking this unit.)*

Changing an attacking unit's power matters only before you roll its attack dice. If you give a unit Shields after your opponent has rolled for damage, it doesn't affect the roll at all. A unit's shields could take one of many forms, not just the traditional energy shields. Heavy armor or high-speed maneuverability can also reduce the power of an opponent's attack.

SECTION 5: UNIQUE CARDS

Some cards in the ***Star Wars*** trading card game represent one-of-a-kind things, such as specific people, droids, and ships. These cards are called *unique* cards. A card is unique if it has a single letter to the right of its text box. The letter tells you which version of the card you're looking at. For example, there are 4 versions of Anakin Skywalker in the *Attack of the Clones* expansion. Unique cards follow special rules.

You can have only one of a particular unique unit in battle or retreated, no matter what version it is. For example, you can't have two Anakin Skywalkers in battle, or one

Name

Version Letter:

A, B, C, AND SO ON

Anakin in battle and another one retreated. If you do have two, and they're not stacked (see p. 39), discard the one you deployed most recently.

A few unique cards have different names, but they're treated as though their names were the same for the purposes of all the rules for unique cards. They are:

Anakin Skywalker	→	Darth Vader
Chancellor Palpatine	→	Senator Palpatine
Padmé Amidala	→	Queen Amidala

**Unique Units during Setup

If you put a unique unit into battle during setup, you must follow certain rules to put the same unique unit into battle again later. First, it must be a different version of that unit. Second, you have to stack it with the other one. See "Stacking during Setup" on p. 41 to learn how this works.

If you put a unique unit into battle during setup, your opponent can put the same unique unit into battle on his or her side. Later, when the first battle phase occurs, those units will be *contested*.

Contested Unique Units

If both players have a particular unique unit in battle at any time during the battle phase, the 2 units are *contested*. (This usually happens only with neutral unique cards.)

When units are contested, players bid Force to win the contest. The bidding starts at 0, and players can't bid more Force than they currently have. The Dark Side player bids first, and he or she can raise the bid or pass. Then the Light Side player does the same. Bidding continues back and forth until both players pass in a row.

When the bidding ends, take your final Force bid, add your unit's build cost, then add 1 for each card stacked under it. The player with the higher total wins the bid. (The Dark Side wins ties.)

The winner of the contest pays Force equal to his or her final Force bid, and his or her unit stays in battle. The losing player pays no Force, but his or her unit retreats.

If there are more than one pair of contested units, the Dark Side player chooses which pair to bid on first.

**Stacking Unique Cards

Stacking is when you put one unique card on top of or underneath another version of the same unique card during your build phase. This lets you use more than one version of a unique card at once.

A stacked unit has the type, speed, power, health, and text box of the card on top of the stack. All the other cards in the stack are ignored. For each card underneath the top card, the unit gets +10 speed, +1 power, and +1 health.

Stacks of cards have several rules:

- You can't stack cards that aren't unique.
- A stack can't have more than 4 cards in it.
- You can't stack cards unless they have the same name. The exceptions to this are the unique cards listed on p. 37. Each of those pairs of cards can be stacked together.

  Example: *You can't stack Chancellor Palpatine A with Darth Vader, but you can stack him with Senator Palpatine A.*

- You can't put a unique card into a stack that already has the exact same version of that card.

  Example: *You have a stack in battle that contains Chancellor Palpatine A. You can't put another Chancellor Palpatine A into that stack. However, you could put a Senator Palpatine A into that stack (see p. 37).*

- A stack is a single unit in all ways. If the stacked unit is discarded, all cards in it are discarded. Once a card is in a stack, it can't be removed from the stack.

**Making a Stack

If you have a unique unit in battle or retreated and you want to build another version of the same card during your build step, special rules apply to how you build and deploy the new card:

- If the new card's build cost is *less than or equal to* the existing card's cost (if the existing one is a stack, go by the one on top), you can deploy it once you have 1 or more build counters on it. Then you can put the new card on top of the old one or underneath—your choice.

Example: *You have Anakin Skywalker C in battle. His build cost is 5. You want to build Anakin Skywalker D (build cost 4). Anakin D's cost is less than Anakin C's, so you just pay 1 build point and put 1 counter on him. Then you deploy him and choose whether Anakin D goes on top of or underneath Anakin C.*

- If the new card's build cost is *more than* the existing card's cost (if the existing one is a stack, go by the one on top), you have 2 choices. To put the new card under the old one, you can deploy the new card once you have 1 or more build counters on it. To put the new card on top of the stack instead, you need to figure out how many build counters you need to have on it before you deploy it. To do this, just take *the difference between the 2 cards' build costs, plus 1.*

Example: *You have Anakin Skywalker C in battle. His build cost is 5. You want to build Anakin Skywalker A (build cost 7) and put him on top of Anakin C. Anakin A costs more than Anakin C, so you put 3 build counters on him—that's the difference between 7 and 5 (which is 2), plus 1 more. What if you want to put Anakin A underneath Anakin C? Just put 1 build counter on Anakin A, then deploy him.*

Putting a new card underneath or on top of a stack has no effect on the number of damage counters on the unit.

Rearranging Cards in a Stack

During your build phase, you can spend build points to rearrange cards in a stack so a different one is on top. If the card you want on top has a higher build cost than the one already on top, you must pay the difference in build points all in one turn. If the card you want on top has a lower build cost, you can put it on top for free.

Rearranging cards in a stack has no effect on the number of damage counters on the unit.

**Stacking during Setup

You can stack different versions of a unique card during setup. If the new card's build cost is less than the one already in battle, put the new card underneath. If the new card's build cost is equal to or more than the one already in battle, you can put the new card on top or underneath—your choice. Then you draw a card to replace the one you put into battle, as usual.

During setup, the top card of the stack is the one that counts toward your build cost total. The other cards in the stack count as though they each had a build cost of 1 (ignore their actual build costs).

SECTION 6: GLOSSARY

→: Activated ability arrow. When you see this symbol in a Battle card's ability, the Battle card has both a cost and an effect. If there's no →, then it has only an effect. The cost is before the →. The effect is after the →.

⟲: "Tap this unit." This symbol appears in activation costs of activated abilities. You can't pay a cost that includes ⟲ if the unit is already tapped.

ability: Text in a unit's text box that does stuff in the game. Abilities work only as long as the unit they're on is in an arena, unless they use the words "prevent," "Deflect," or "Evade." Abilities can be activated, static, keyword, or triggered.

activated ability: An ability you play by paying its activation cost. All activated abilities have the → symbol in their text. The cost is before the →. The effect is after the →. You can normally play activated abilities when you have a play-or-pass chance during the battle phase. You can play an ability only once each time it's applicable (once each battle phase, once each turn, once each attack, or once each time a unit would be damaged, as appropriate).

activation cost: The stuff before the → in an activated ability. If an activation cost includes ⟲, you can pay the cost only if the unit with the ability is untapped.

"all": Really "all." When a card or ability says it affects "all" of something, it really means it.

arena: One of the three sections of the battle zone: Space arena, Ground arena, and Character arena. Each of your units can attack only your opponent's units in the same arena. An ability on a unit normally works only as long as the unit is in the appropriate arena.

arrow (→): *See* →.

"at random": Without either player choosing which card is affected. For example, the text for an ability might tell you to discard a card at random from your hand. You might roll dice to see which one to discard.

attack: The time between checking to see which untapped unit has the highest speed and placing damage counters on the defending unit. In an attack, the attacking unit does damage to the defending unit but the defending unit does no damage to the attacking unit.

attacking unit: The unit currently attacking. A unit becomes the attacking unit when it attacks another unit. In an attack, the attacking unit does damage to the defending unit.

Battle card: A card representing the strategies and tactics your units can use in battle. You can play a Battle card on your units or your opponent's units. Battle cards can have many different effects.

battle phase: The third phase of the turn. It contains three steps: the Space battle step, the Ground battle step, and the Character battle step. Each type of unit fights during the appropriate step. Also, you can play Battle cards and activated abilities during the battle phase.

battle zone: The part of the table between your build zone and the middle of the table. The battle zone has three parts, named arenas: the Space arena, the Ground arena, and the Character arena. Your opponent also has a battle zone with the same three arenas.

bid: Pledge to pay Force in a contest between two unique units. Each player bids Force to see who wins the contest. Each player adds the build cost of his or her unit, plus the number of cards stacked under the unit, to his or her Force bid. A player's Force bid starts at 0 and go as high as that player's current Force total.

blue: The color of all Space units' borders. You build Space units in your build zone. They fight in the Space arena.

Bombard: A keyword ability, written as "Bombard X," that means *"This unit may attack a unit in the Ground arena instead of a unit in the Space arena, using X power plus any other effects."* You choose whether to use the Bombard ability or to make a normal attack when the unit attacks. When a unit attacks using the Bombard ability, the X replaces the power that's printed on the card. But anything that's changed the unit's power also changes the X.

booster (pack): A pack of either 5 or 11 randomly assorted ***Star Wars*** trading card game cards. When you're ready to add more cards to your collection, this is what you'll buy.

build: Choose a unit or Mission card from your hand and put it face down into your build zone. Then spend any number of build points and put that many build counters on the card.

build cost: The number in the upper left corner of every Space, Ground, and Character card. That's how many build counters you must put on it before you can deploy it. A Mission card's build cost is in the upper right corner. Battle cards don't have a build cost.

build counter: A counter you put onto a card you're building in your build zone. When you start to build a card, you must put at least 1 build counter on it. When you deploy a unit or complete a Mission, you must have at least as many build counters on it as its build cost.

build point: The currency of the ***Star Wars*** trading card game. Each turn, the players roll for build points, then spend those build points to put build counters on unit and Mission cards. A player doesn't have to spend all of his or her build points, but any unspent build points are wasted.

build step: The third and fourth steps of the command phase. The Dark Side player takes his or her build step first. During this step, the Dark Side player can build unit and Mission cards, deploy units, and complete Missions. That player may also send retreated units back into battle zone, rearrange cards in a stack, and play cards and abilities that read, "play only during your build step." The Light Side player then takes his or her build step in the same way.

build zone: The part of the table in front of you and below your battle zone. It is where you put cards while you are building them. Also, when you retreat your units, they move back into the build zone. Abilities of units do not work as long as the units are in the build zone.

building a deck: Creating your own personal deck. When you first start playing the ***Star Wars*** trading card game, building a deck from scratch can seem hard. Just make sure your deck:

- Has at least 60 cards.
- Has no more than 4 copies of any card with the same name and version.
- Doesn't contain both Light Side and Dark Side cards. Any deck can use neutral cards.
- Has at least 12 Space units, 12 Ground units, and 12 Character units.
- Doesn't have more than twice as many units of one type than of another.

Example: *You can't have only 12 Space units with 25 Ground units, because 25 is more than twice as much as 12. The most Ground units you could have is 24.*

Light Side icon

Dark Side icon

Neutral icon

Then practice playing with it and switch cards in and out of it between games, as you find weaknesses.

card: One of those cardboard rectangles in your deck. Each ***Star Wars*** card is one of the following types: Space unit, Ground unit, Character unit, Battle card, or Mission card.

Character: A unit representing a person in the ***Star Wars*** trading card game universe. All Character units have a purple border. Build your Character units in the build zone. They fight in the Character arena. Most Characters are unique, and many have multiple versions that stack together.

Character arena: The arena where your Character (purple) units go.

Character battle step: The third step of the battle phase. Character units fight during this step.

"choose one:": A phrase indicating you have to choose one of the options when you play the card. You can't change your mind and choose something else later on, even if your first choice doesn't work out.

collector number: A set of two small numbers at the bottom of a ***Star Wars*** trading card that makes cards easier to organize. The first number is the card's position in the set. The second number is the total number of cards in the set.

command phase: The second phase of the turn. It contains six steps. These are the "command starts" step, the "roll for build points" step, the Dark Side's build step, the Light Side's build step, the Dark Side's retreat step, and the Light Side's retreat step.

"command starts" step: The first step of the command phase. Some cards say "When the command phase starts . . . ." These triggered abilities happen in the "command starts" step. After all of these abilities are dealt with, the "roll for build points" step starts.

common: *See* rarity.

complete (a Mission): Show your opponent that the number of build counters on one of your Missions is equal to or greater than the Mission's build cost, follow the instructions on the Mission card, then put it into your discard pile. Even if a Mission card has enough build counters on it, you don't have to complete it. It can be better to keep the Mission hidden from your opponent.

concede: What you can do if you know you're going to lose a game. ("Concede" is a fancy word for "give up.") When you concede, you lose the game. Before you leave the table, make sure you and your opponent both have all the cards, counters, and dice you started with.

contested: The state of two opposing unique units in the battle zone that represent the same person, ship, or vehicle during the battle phase. You and your opponent must bid Force to see which unit must retreat. If there is more than one pair of contested units, the Dark Side player decides which pair to bid on first.

continuous effect: A lasting effect created by cards or by some activated or triggered abilities of units. They affect the game for a set amount of time. You can tell how long a continuous effect will last by reading the card it came from. For example, it might say, "for this attack."

control: Have units in an arena where your opponent has none. When each turn ends, if a player controls two arenas, that player wins the game.

cost: Anything that you must pay before playing a card or ability, or finishing building a unit. Paying build points, putting damage counters on a unit, tapping a unit, and paying Force are all costs. The cost of an activated ability or a Battle card comes before →. The build cost of a unit or Mission card is next to the card's name.

counter: A bead or other marker that represents a change to the card it's on. The two types of counters in the ***Star Wars*** trading card game are build counters and damage counters.

Critical Hit: A keyword ability, written as "Critical Hit X," that means *"This unit does X more damage if you roll at least one natural six."* No matter how many sixes you roll, the unit still does only X more damage. Gaining Critical Hit after dice have been rolled for damage won't affect the damage. If one of your units already has Critical Hit, it can get it again. If that happens, both Critical Hit abilities add to the damage if you roll a natural six.

damage: What your units do to your opponent's units in battle. Battle cards and abilities can also do damage to units. If an attack, Battle card, or ability does damage to a unit, that damage can be prevented. If a Battle card or ability puts damage counters on a unit, that is not damage and can't be prevented.

damage counter: What you put on a unit when it takes damage. A unit's health shows how many damage counters it can take before it's discarded. In an attack, put a number of damage counters on the defending unit equal to the amount of damage the attack did (after damage prevention). You can also add and remove damage counters by using other cards and abilities.

damage-prevention play-or-pass chance: The play-or-pass chance that occurs any time any source does damage. You can play only cards and abilities that contain the words "prevent," "Evade," or "Deflect." Sometimes, you can play a Battle card or ability that creates new damage during a damage-prevention play-or-pass chance. If you do, the new damage waits for the current play-or-pass chance to end. Then a new play-or-pass chance occurs for the new damage. If you roll dice for damage, there is a reroll play-or-pass chance, then a damage prevention play-or-pass chance.

dark side: One of the two sides of the Force (dark and light). The dark side is filled with anger, fear, and aggression. Dark Jedi have given in to their anger and embrace the dark side.

deck: At least 60 cards of your choice (assuming you build the deck yourself). Before playing, shuffle them well. Your deck must contain at least 12 of each type of unit. It can contain no more than 4 of any card. You can't have more than twice as many units of any type as you have of any other type. You can't look at the cards in either player's deck during a game.

defending unit: The unit currently being attacked. It may be either tapped or untapped. The player whose unit is attacking chooses to attack one of his or her opponent's units. That unit becomes the defending unit. The attacking unit does damage to the defending unit but the defending unit does no damage to the attacking unit.

Deflect: A keyword ability, written as "Deflect X," that means *"Prevent X damage to this unit, and this unit may do that much damage to a unit of your choice in the same arena."* You can play Deflect only during a damage-prevention play-or-pass chance. It prevents damage to the unit that has the ability. In addition to preventing damage, it can also do damage to another unit. This damage is done within a new damage-prevention play-or-pass chance, after the current one. The damage that the unit does equals the damage it prevented. You can play Deflect only once for each source in each damage-prevention play-or-pass chance. You can play any ability including the word "Deflect" even if the unit it's on is in the build zone.

deploy: Show your opponent that the number of build counters on one of your unit cards is equal to or greater than the unit's build cost, then put the unit face up in your battle zone. Even if a unit card has enough build counters on it, you don't have to deploy it. It can be better to keep the unit hidden from your opponent.

dice: Six-sided dice used for many things in the ***Star Wars*** trading card game.

dice of damage: Some Battle cards and abilities do "X dice of damage," rather than just "X damage." You roll X dice to see how much damage

the card does. For each die that comes up 4 or higher, the card does 1 damage. Cards and abilities that do "X dice of damage" or "X damage" are not attacking.

dice-reroll play-or-pass chance: *See* reroll play-or-pass chance.

discard: Move a card or unit from where it is to the discard pile. In the ***Star Wars*** trading card game, you can discard cards from anywhere. When you're told to discard a card or unit, you'll also be told where to discard it from. A unit's health shows how many damage counters it can take before it's discarded.

discard pile: A face-up pile near your deck. Any player can look at the cards in any discard pile at any time. Cards in your discard pile have no effect on the game. If one of your cards or units is discarded, put it into your discard pile.

draw: Take the top card of your deck and put it into your hand. You draw one card each turn, in the draw step. If a card or ability lets you draw cards, it doesn't affect your normal draw for the turn.

draw step: The third step of the ready phase. In this step, the Dark Side player draws a card, then the Light Side player draws a card. You can't play cards or abilities during this step.

effect: What happens once you've paid a card's or ability's cost. Also, when you complete a Mission, its effect happens. There are two types of effects: continuous effects and one-shot effects.

Evade: A keyword ability, written as "Evade X," that means *"Prevent up to X damage to this unit."* You can play Evade only during a damage-prevention play-or-pass chance. It prevents damage to the unit that has the ability. You can play Evade only once for each source in each damage-prevention play-or-pass chance. You can play any ability including the word "Evade" even if the unit it's on is in the build zone.

expansion symbol: The symbol on the right of the card between speed and power. The expansion symbol tells you which ***Star Wars*** trading card game expansion the card is from. The *Attack of the Clones* expansion symbol is .

flavor text: Italic text—*italic text looks like this*—after the rules text in a card's text box that's just for fun. Flavor text sets a tone or describes part of the ***Star Wars*** universe. If any of the rules text is in parentheses and italics *(like this)*, it's just there to remind you about a rule—it's not flavor text. Flavor text has no effect on how you play the card.

Force: An energy field generated by all living things, surrounding and penetrating everything, binding the universe together. The Force can be manipulated, giving Jedi Knights their powers. The Force has two sides, the dark side and the light side. The dark side is destructive and the light side affirms life.

Force cost: A cost (if any) before → on a Battle card, written as "Pay X Force." Some cards may also have other costs before →.

Force step: The second step of the ready phase. In this step, the Dark Side player gains +4 Force, then the Light Side player gains +4 Force. Add this Force to your Force total. You can't play cards and abilities during this step. During the battle phase, you can pay Force to play abilities of units and to play Battle cards.

Golden Rule: *See the second of* the three general rules.

green: The color of all Ground units' borders. You build Ground units in your build zone. They fight in the Ground arena.

Ground arena: The arena where the Ground (green) units go.

Ground battle step: The second step of the battle phase. Ground units fight during this step.

Ground unit: unit representing infantry or a vehicle in the ***Star Wars*** universe. All Ground units have a green border. You build Ground units in your build zone. They fight in the Ground arena.

hand: The cards you've drawn but haven't played yet. Only you can look at the cards in your hand. You start each game with 7 cards in your hand. There is no maximum number of cards that you can hold in your hand.

health: How many damage counters a unit can take before it's discarded. If you have a unit with at least as many damage counters it as its health, discard that unit.

"in an arena": The only place units can attack and be attacked. You can play an ability of a unit only if the unit is in an arena, unless the ability includes one of the words "Deflect," "Evade," or "prevent."

Ion Cannon: A keyword ability, written as "Ion Cannon X," that means *"This unit may attack a unit in the Space arena instead of a unit in the Ground arena, using X power plus any other effects."* You choose whether to use the Ion Cannon ability or to make a normal attack when the unit attacks. When a unit attacks using the Ion Cannon ability, the X replaces the power that's printed on the card. But anything that's changed the unit's power also changes the X.

Jedi: Protectors of the Republic from the time it arose. The Jedi were guardians of justice and freedom, the most respected and powerful force for good for more than a thousand generations. A Jedi's strength and power comes from the ability to tap into and manipulate the Force.

keyword ability: An ability indicated by a word or short phrase and described in full only in the rules. Bombard, Critical Hit, Deflect, Evade, Ion Cannon, and Shields are all keyword abilities.

light side: One of the two sides of the Force (dark and light). The light side bestows knowledge, peace, and serenity. A Jedi Knight's strength flows from the Force, but a true Jedi uses it for knowledge and defense.

losing the game: *See* winning the game.

Mission card: A card representing an important event in the ***Star Wars*** universe. You build Mission cards in your build zone. When you complete a Mission, follow the instructions on it, then put it into your discard pile.

move: Place in another part of the playing area. A card may tell you to move another card from one zone to another. The card with the moving instructions tells you where to move the other card. Retreating and discarding are special ways of moving. To retreat means to move a card from any arena to the build zone. To discard means to move a card from anywhere to your discard pile.

mulligan: A new set of cards for your hand. When a ***Star Wars*** trading card game starts, you draw the top 7 cards of your deck. That's your initial hand. If you don't like your initial hand, you may take a mulligan. Discard any number of Battle and Mission cards and draw the same number of cards. After the Dark Side player has taken a mulligan, the Light Side player may then take a mulligan. Each player may mulligan only once and only before deploying any units. If the Dark Side player doesn't take a mulligan, this is considered a 0-card-mulligan, so the Light Side player now may take a mulligan.

name (of a card): The title at the top middle of each card. Card text that includes the name of the card it's on means just that card and not any other cards with the same name. Many unique Characters have text that uses just parts of their names. Special rules apply for some unique unit cards that represent the same person, ship, or vehicle, but have different names. If a card refers to them by name, it's talking only about a unit with that exact name, not any unit that represents the same person, ship, or vehicle. (For example, Padmé Amidala has an ability that gives Anakin Skywalker +2 power. That ability won't give Darth Vader +2 power, even though he is the same person as Anakin Skywalker).

natural: Before any other effects. When a card says "if you rolled at least one natural six," it's telling you to check if you rolled 6 exactly on at least one of your dice. When you want to know a natural die roll, ignore any cards that modify the die roll unless they actually instruct that the dice be rerolled.

neutral: Not specific to either the dark side or the light side. Characters, ships, and vehicles that have yet to choose between the darkness and the light may attempt to remove themselves from the struggle, may not know of it, or may focus themselves on money or other tangible things.

"non-": "Not." When a card's text refers to a "non-unique card" or a "non-Jedi unit," and so on, it means "a card that's not unique," "a unit that's not a Jedi," and so on.

one-shot effect: An effect that applies to the game only once. One-shot effects differ from continuous effects, which last for a given amount of time.

opponent: The person you're playing against.

"other effects": Changes to a card's power. The Bombard and Ion Cannon abilities use the phrase "using X power, plus any other effects." Instead of using the power printed on an attacking unit, you replace the power that was printed on the card with X. But anything that's changed the unit's power also changes the X.

partially built: Having build counters. Partially built cards stay in a player's build zone. If, during setup, you don't have enough build points left to put your last unit into battle, you can partially build it. Reveal it to your opponent, then put it face down in your build zone. Put a number of build counters onto it equal to the number of build points you have left, then draw a card. If you're building a card during your build step, you can partially build it in the same way. In this case, you don't have to show it to your opponent.

pass: Choose to do nothing. When you have a play-or-pass chance, you may choose to pass. Next your opponent gets to choose whether to play or pass, unless both players have passed in a row.

"pass in a row": Pass one player right after the other. When players pass in a row, the current play-or-pass chance ends. Then move to the next step or game action, as appropriate.

"pay Force": Lower your Force total by the given amount of Force. You can never pay more Force than you have. A card might ask you to pay a cost other than Force (like build points). Anything that asks you to pay any other kind of cost works the same way as anything that asks you to pay Force.

phase: A section of a turn. The three phases of each turn are the ready phase, the command phase, and the battle phase. All three phases are divided into steps.

play: Choose to do what a card or ability says. When you a play-or-pass chance, you may choose to play. Pay the costs of the card or ability, then follow its instructions. If you played a card, discard it afterward. Next your opponent gets to choose whether to play or pass.

play-or-pass chance: A chance to choose whether to play or pass. At many times during each turn, both players will have a play-or-pass chance. Choose either to play a Battle card or activated ability, or to pass and do nothing. After you choose, your opponent has the option to play or pass, unless both players have passed in a row. There are two special play-or-pass chances: the damage-prevention play-or-pass chance and the reroll play-or-pass chance.

player: Either you or your opponent. One player is the Light Side player. The other is the Dark Side player.

playmat: The large sheet of paper that came in the box with this rulebook. The playmat helps you keep track of your first ***Star Wars*** trading card games. It also teaches you the basics. Once you know how to play, you don't have to use the playmat.

power: The number of dice you roll when one of your units attacks another unit. You can play Battle cards and abilities to increase or decrease a unit's power. You must play them before attack dice are rolled for that unit's attack.

prevent damage: Stop damage from reaching a unit. Battle cards and activated abilities that prevent damage can be played anytime damage would be done to a unit. That's the only time such cards and abilities can be played. Cards and abilities that prevent damage all use one or more of these words: "Evade," "Deflect," or "prevent." They're played in the damage-prevention play-or-pass chance. You can play any ability including the word "prevent" even if the unit it's on is in the build zone.

purple: The color of all Character units' borders. You build Character units in your build zone. They fight in the Character arena.

put into battle: What you do with units during setup. The units you put into battle must have a total build cost of 30. You can also put units into battle during your build step, if those units had retreated in a previous turn.

rare: *See* rarity.

rarity: How likely it is you'll get a particular card from a booster pack. *Star Wars* cards have three levels of rarity: common, uncommon, and rare. Common cards are the easiest to get. Rares are much harder to find. Each card has a rarity symbol on it in the lower right corner: ★ for rares, ✦ for uncommons, and ● for commons.

ready phase: The first phase of the turn. It has three steps: untap, gain Force, and draw.

rearrange: Move cards up or down in a stack. If you have a stack, you may spend build points during your build step to rearrange the stack. If the card you want to put on top of the stack has a higher build cost than the card that is currently on top, pay the difference by spending build points. Unlike building a unit, rearranging a stack requires you to spend all these build points in a single turn. If the card you want to have on top has a lower build cost than the card that is currently on top, you don't pay any build points.

red: The color of all Battle cards' borders. Play them from your hand during the battle phase, according to the play-or-pass chance rules.

reminder text: *Italicized* text that appears in many cards' ability text. It usually appears as follows: "Ability *(Reminder text)*." Reminder text reminds you about a rule in the rulebook that applies to that ability.

reroll: Roll the dice again. All cards and abilities that require a player to reroll dice are played during reroll play-or-pass chances. When you reroll dice, ignore the first roll entirely.

reroll play-or-pass chance: The play-or-pass chance that occurs any time one or more dice are rolled. You can play only cards and abilities that tell a player to "reroll" dice during this play-or-pass chance. If dice are rolled for damage, there is a reroll chance, then a damage-prevention chance.

retreat: Move a unit from one of the three arenas to the build zone. You can retreat untapped units during your retreat step (this taps them). Units in the build zone can't be attacked, as they aren't in one of the three arenas. Also, their abilities don't work as long as they're in the build zone. Retreating a unit doesn't prevent damage to it.

retreat step: The fifth and sixth steps of the command phase. After both sides have spent all their build points and deployed any units they wanted to deploy (as well as sent any retreated units from a previous turn back

into battle), they may retreat any untapped units in any of the three arenas. The Dark Side player has the first retreat step. Once the Dark Side player retreats units, the Light Side player may retreat units. To retreat a unit, tap the unit and move it into the build zone.

reveal: Show a card or unit to your opponent, when your opponent can't normally look at that card or unit.

roll: Take a given number of dice in your hand and roll them onto a clear area of the table. If you roll too many dice, immediately roll again, this time rolling the correct number.

roll for build points: The roll that happens at the start of the "roll for build points" step. The Light Side player rolls a die. The number rolled on the die is the number of build points each player has during his or her build step. If a player has at least one unit in each of the three arenas, that player now gets 1 extra build point.

"roll for build points" step: The second step of the command phase. Some cards and abilities give you extra build points or take build points from your opponent. They are played in a play-or-pass chance after the roll for build points but before either player's build step.

rules text: An ability of a unit, or the text of a Battle card or Mission card. Rules text is all the text in a card's text box that is not in *italics*.

"same name": Sharing the exact same title. Two cards have the same name if the English versions of their names are identical. You can't have more than 4 of any card with the same name and same version letter in any deck (you could have 4 of Anakin Skywalker A and 2 of Anakin Skywalker C, but not 5 Anakin Skywalker B).

"search your deck": Look through your deck, usually to find a given card.

setup: During setup, both players put units totaling 30 build points from their hands into the battle zone. During setup, every time you put a unit into the battle zone, you draw a card. Ignore all text on the units that you put into the battle zone. First, the Dark Side player chooses any unit card in his or her hand. He or she puts it into the battle zone, then draws a card. Once a player has a higher build cost total on the table than his or her opponent, it's his or her opponent's turn to put units into the battle zone. This continues until both players have units with a total build cost of 30 in battle. If you don't have enough build points left to deploy your last unit, you can partially build it.

Shields: A keyword ability, written as "Shields X," that means *"Each unit gets -X power as long as it's attacking this unit."* Changing an attacking unit's power matters only before you roll its attack dice. If you give a unit Shields after your opponent has rolled for damage, it doesn't affect the roll at all.

show: Reveal a card or unit to your opponent, when your opponent can't normally look at that card or unit.

shuffle: Randomize the order of cards in your deck. Any time you're instructed to shuffle your deck, make sure that the cards are in a random order. Your opponent may then shuffle or cut your deck.

side icon: An icon on a card that tells you which side the card is on. The three side icons are dark side, light side, and neutral.

Space arena: The arena where the Space (blue) units go.

Space battle step: The first step of the battle phase. Space units fight during this step.

Space unit: A unit representing a starship in the ***Star Wars*** universe. All Space units have a blue border. Build your Space units in your build zone. They fight in the Space arena.

speed: How quickly a unit can attack. Units with higher speeds attack before those in the same arena that have lower speeds. The Dark Side wins any ties for speed.

stack: A pile of different versions of unique cards that represent the same person, ship, or vehicle. You can have up to four versions of a unique card in an arena or in the build zone at the same time if the versions are stacked. A stack is a single unit in all ways. It has the type, text, speed, power, and health of the top card of the stack. For each card that's underneath the top card, the top card gets +10 speed, +1 power, and +1 health. Ignore the types, text, speed, power, and health of those cards. If you discard a stacked unit, discard all the cards in it. You can't remove a card from a stack.

***Star Wars*:** The epic Jedi saga of long, long ago, in a galaxy far, far away. The universe is filled with incredible stories, fantastic space battles, and breathtaking lightsaber duels.

static ability: An ability that works all the time. It doesn't start with "when" and doesn't include ⟶ in its text. A static ability might have a condition, such as "as long as this unit is in the Space arena."

step: Part of one of the three phases. The steps of the ready phase are untap, gain Force, and draw. The steps of the command phase are the "command starts" step, the "roll for build points" step, the Dark Side's build step, the Light Side's build step, the Dark Side's retreat step, and the Light Side's retreat step. The steps of the battle phase are the Space battle step, the Ground battle step, and the Character battle step.

subtype: The words after the first word on the type line of a unit card. There's a hyphen between a card's type and subtype(s).

tap: Turn a unit sideways, so that one of its longer edges is at the top. The tap symbol (⟲) in an activated ability's activation cost tells you that you must tap the unit to play the ability. You can't play the ability if the unit is already tapped. When you attack with a unit, it taps to show that it has attacked.

text box: The box containing the rules text of the card. It may also contain *italicized* reminder text (in parentheses), and *italicized* flavor text.

the three general rules:

1. The Dark Side wins ties. If both players want to do something at the same time (such as attack when 2 or more units have the same speed), the Dark Side goes first.
2. If a card directly contradicts the rules of the game, the card wins. (The card overrides only the rule that applies to the particular situation.) For example, the rules state that you draw 1 card each turn. If you build a unit that reads, "You draw 2 cards each turn," the unit's ability overrides the rules. This rule is also known as the Golden Rule. One of the things that makes the ***Star Wars*** trading card game fun to play is that there are individual cards that let you break almost every rule.
3. If one card or effect says something can occur and another says it can't occur, the "can't" wins. For example, one Ground unit might read, "This unit can attack units in the Space arena," while another reads, "Ground units can't attack Space units." In this case, the second unit's ability wins. This applies only to contradictions between cards, not between cards and rules.

timing: The rules for when cards and abilities can be played. You can play Battle cards and activated abilities only at certain times. The rule for this is called the "play-or-pass chance" rule. Triggered abilities have their own timing. Static abilities don't have timing.

triggered ability: An ability triggered by an event. The text that starts with "when" tells you at what event the ability triggers. For example, a triggered ability might read, "When a unit is discarded from the Space arena . . . ." Triggered abilities don't have →.

turn: A segment of the ***Star Wars*** trading card game. Each turn has three phases that happen in this order: the ready phase, the command phase, and the battle phase. Unlike with many other games, both players have things to do on every turn.

Two-Player Trading Card Game: A ready-to-play deck that uses cards from a particular expansion (or expansions). Two people can play the Two-Player Trading Card Game against each other right out of the box.

type: The first word on a card's type line (the line below the card's name). The card types are Space, Ground, Character, Battle, and Mission. Space, Ground, and Character cards are unit cards.

uncommon: *See* rarity.

unique: Having a single letter at the right end of the name line (next to the side icon). Space, Ground, and Character units may be unique. The letter tells you the version of the unit. Unique units have special rules for stacking and contesting. Some people in the ***Star Wars*** universe are represented by unique cards with different names. These are treated as having the same name for the purposes of the contested units, unique units, and stacking rules:

Anakin Skywalker	→	Darth Vader
Chancellor Palpatine	→	Senator Palpatine
Padmé Amidala	→	Queen Amidala

unit: A Character, Ground, or Space card. Each unit fights in one of the three arenas. An ability of a unit works only in that unit's arena, unless the ability says otherwise or includes the words "Deflect," "Evade," or "prevent."

untap: Put a unit back to its normal, untapped position, where one of its shorter edges is at the top. During each turn's untap step, each player's units untap. Also, some effects of cards can untap units.

untap step: The first step of the ready phase. In the untap step, the Dark Side player untaps all his or her units, then the Light Side player untaps all his or her units. You can't play cards and abilities during this step.

version: One copy of a card. Two cards have the same name if the English versions of their names are identical. If a card has a single letter to the right of its text box, it is a unique card and has special rules. (The letter tells you the version of the card.)

version letter: The letter to the right of the text box on some cards. It tells you the version of the card. Any card with a version letter is a unique card and has special rules.

"when": At the time a given event happens. When you see this word as part of an ability's text (for example, "when a unit is discarded from the Space arena . . ."), it means the ability is triggered by that event.

winning the game: Controlling two arenas when a turn ends. You control an arena if you have at least one unit in it and your opponent does not.

yellow: The color of all Mission cards' borders. Build Mission cards in your build zone. They have various effects, which happen when you complete them.

you: The person who owns the card.

zone: An area of play in a ***Star Wars*** trading card game. Each player has his or her own copy of each zone. A card can be in any one of these zones: deck, hand, build zone, battle zone, and discard pile.

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